Every week: your best buy for software reviews and listings

Home Computing WEEKLY

No. 81
Sept 25-Oct 1, 1984

45p

All that's new reviewed for:
BBC, Spectrum, CBM 64, Sord, TI-99/4A

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Oric special
Beat your friends in our quiz

Amstrad adventure
Ghosts and ghouls

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Keep your programs to yourself

Plus:
news, your letters, charts, U.S. Scene...

STRANGELOOP
PERILS OF
BEAR GEORGE
FOR SPECTRUM 48K
CheetahSoft
ARTIST
COMPUTER AIDED DESIGN
TRAFFIC
ARCADE/STRATEGY FROM
QUICKSILVA
BEATCHA
COMMODORE 64
JOYSTICK

More Tolkien adventures

The Lord of the Rings, J.R.R. Tolkien's cult best-seller, is being turned into three computer adventures by Melbourne House, following its success with The Hobbit

Publisher Fred Milgrom broke the news at the launch of a batch of new games, including Sherlock, based on the Victorian detective, and Hampstead, a satire on social climbing

Versions of both for the 48K Spectrum are due out later this month and are to be available for the Commodore 64 in October Sherlock costs £14 95 and Hampstead is £9 95 Zim Sala Bim, a graphic adventure set in Arabia, will be available for the Commodore 64 as the first of a series

Mr Milgrom said The Lord of

Continued on page 5

BT games at £2.50

The big boys have muscled in on the software market British Telecom has announced that it will be branching out into software and is setting up Firebird as its software label

And the big shock is that BT games will be sold at £2 50 kicking off with a range of 20 titles, the cassette packs feature screen shots to give the customer a clear idea of each game

Richard Hooper of BT said: "Firebird games will offer the same quality as some products costing twice as much You can now judge a game by its cover Firebird software is setting new standards"

To begin with, Firebird will be launching games for the BBC, CBM 64, Spectrum and VIC-20 The initial 20 games will be part of the Firebird Silver range and later a series of "premium range" programs known as the Firebird Gold range will be released, at a higher price.

Firebird is buying in its software under contract, rather than employing in house programmers British Telecom has reviewed 1,500 programs and is apparently rejecting

Continued on page 5

IMAGIC

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in
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REGULARS

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HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST

PROGRAMS

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So you think you know everything?

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Brave the forces of evil

Software houses: send your software for review to the editor at the address below. And contact him for competitions and other promotions too

Readers: we welcome your programs, articles and tips

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Anyone for tennis?

Play tennis or manage your favourite football team. Fame and glory could be yours — but read our expert's reviews before you start

Match Point 48K Spectrum £7.95

Psion/Sinclair, 26 Stanhope Rd, Camberley, Surrey

It may be raining outside, but inside you can settle down with this number one best seller — beat McEnroe at his own game!

Match Point is a tennis simulation packed with features Play the computer, a friend or watch an exhibition match Use joysticks or keys to play an accurate game, with many complex shots possible It's all there — ball boys, an umpire and an enthusiastic crowd

Graphics are quite impressive, well animated and smooth To stop colour resolution problems only two colours are used on court — green and black — and so it is a little difficult to spot the (small) ball sometimes By contrast, the crowd is every colour of the Spectrum!

If you like tennis, you'll love this If you don't you'll probably like it anyway Game set and match to Psion! **P S**

instructions	80%
playability	75%
graphics	90%
value for money	80%

★ ★ ★ ★

Perils of Bear George Spectrum 48K £6.95

CheetahSoft 24 Ray St, London EC1R 3DJ

The movement keys are redefinable, which I like I don't like wasting time finding out how to do things in a game

You, the bear, have to eat apples to survive hibernation Neither the screen nor the inlay card tell you how you eat the apples The answer is to press the 'up' key whereupon you lift your head to catch the apples in your mouth

Fat lost during exercise, or put on by eating apples, is registered Squirrels drop acorns which can knock you down

After a fixed period you have to walk across a ski slope among skiers On entering the cave you have to pass spiders to reach the den When you enter the den you walk to your bed and sleep, and the passing winter months are recorded on a calendar

In spring you return to the orchard During one game I made three journeys with no change of scenery and there was no hall of fame at the end Graphics are no better than I expect nowadays and nothing in the game makes it stand out **B B**

instructions	80%
playability	75%
graphics	90%
value for money	75%

★ ★ ★ ★

Beatchol 48K Spectrum £5.99

Romik, 272 Argyll Ave Slough Bucks SL1 4HE

Combine the room exploration of Jet Set Willy with the maze wandering of Campbell Systems' Gulpmen, and you have Beatchol in a nutshell The plot casts you as a pupil of Grange Hill School attempting to find the main door You must dodge the teachers whilst collecting keys For each key you collect, your stun gun receives a charge, but you lose chances when you use it or get caught

Frankly, if it didn't say so on the sleeve you wouldn't know as the graphics bear no resemblance to the story Indeed although adequate, they don't stand comparison with the best of today The characters aren't animated, they are just moved about the mazes, which are many and various, each one being reached via doors in the previous one Some are easy, some are almost impossible!

To be fair the game is quite addictive, though a joystick is a real must Another plus point is that the scoring system gives a good long game even if you're a beginner Not original, but fun none-the less **D M**

instructions	90%
playability	100%
graphics	70%
value for money	80%

★ ★ ★ ★

Football Manager BBC B £7.95

Addictive Games 7A Richmond Hill, Bournemouth, Dorset BH2 6HE

This is a simulation game with you running a football team It's comprehensive and packed full of features Most of the game concerns textual information which is being constantly updated but this version does include 'matches in 3D graphics'

A little disappointing at first because of the unrealistic effect of chunky low resolution mode, but I got used to it The 3D effect gives you a grandstand view

The menu driven options work well allowing you to view your fixtures, sell players, see the league tables and save your current position This last option was important and enabled me to make progress over a couple of evenings

Of further interest was the ability to create a completely new team — well worth while for that satisfying feeling of having done it completely on your own

One of the options is to choose your skill level There are seven to choose from allowing plenty of scope to improve your managerial technique and make the going a bit more realistic

An absorbing game which kept me and my son amused over many sessions Good value **M P**

instructions	100%
playability	100%
graphics	30%
value for money	95%

★ ★ ★ ★

Tank Attack Sord £5.95

Hamsoft, 5 Greenfield Link Coulsdon Woods, Coulsdon Surrey CR3 2SW

Another game from the sole independent M5 software house Hamsoft In Tank Attack, you and the opponent — which can be the computer — control tanks in a maze and try to blast each other 21 times

The most striking feature of this game is the number of options available You can choose from four mazes, one or two player option flying saucers, bullet ricochet on hitting wall, electrified wall which destroys tanks on contact, key or joypad control and three varying speeds

Considering the memory limitation of the unexpanded M5 this is some feat Key response is good and the nicely defined sprites wander around the screen smoothly and quickly

Sound effects are also very good, especially the UFO! The game itself, although very simple in concept, is quite addictive and in two player games it gets very compulsive It is far better than a very similar cartridge game which costs a great deal more and is easily the best tape software available for the M5 Highly recommended to all those who are put off by the hideously high price of cartridge software **S S**

instructions	95%
playability	85%
graphics	85%
value for money	90%

★ ★ ★ ★ ★

Tolkien

From front page

the Rings would be published next year as three adventures, each with a book. And he said the company was talking to other publishers about more major books.

Acornsoft has launched what it hopes will become a cult game. Elite, for BBC and Electron micros, puts the player in command of a spaceship for intergalactic trading and fighting off pirates.

The company is putting £150,000-worth of advertising behind its 20 new titles, including home education, a cocktail maker and a "sympathetic" slimming program.

Acornsoft's managing director, David Johnson-Davies, said he believed software distributors would no longer tolerate unprofessional products and this would lead to a thorough shake-out among home software houses.

Melbourne House, Castle Yard House, Castle Yard, Richmond, Surrey TW10 6TF
Acornsoft, Betjeman House, 104 Hills Road, Cambridge
CB2 1LQ

BT games

From front page

games which include sex, satanism or killing cute, furry animals.

BT will be using established distribution companies and pledges Firebird's commitment to the home computer market. The Firebird Silver range will be launched in October, and advertising begins on October 23.

A spokesman for British Telecom said: "We're pricing our games at £2.50 because that's what we think they're worth. We are aiming at the lower end of the market but our games aren't rubbish, they're honest to goodness, pretty decent software."

He went on: "If you look around at the games available, you'll see that prices range from £5 to £11. But that's not a reflection of what the games are actually worth. That's why we're featuring screen shots on the packaging. The customer realises that if the graphics are good, then in general the game is good as well."

"British Telecom will be giving the punter value for money. We're committed to the market and we're here to stay. We don't see software as a skateboard market — here for 18 months and then gone for good. Home computers are here to stay and the market is there."

Eighteen of the new releases are arcade games, with one graphic adventure and a war/strategy game completing the line-up. Educational software and utilities are also scheduled for release in the future. New titles will be added to the Firebird Silver range every two months.

The pricing of BT's games and the commercial weight behind the operation are sure to put the cat among the pigeons. A number of software houses have already folded this summer.

Mastertronic is the company which was first on the market with cut-price software. Director Frank Herman commented on BT's entrance to the software market: "I'm delighted. They're taking a realistic approach to the market and I'm sure they won't pose any threat to us."

He continued: "We think that there is a right price for software, £1.99, and we sell our games at that price. We also realise that there is a market for better quality software at a higher price, and we have now moved into that market by taking over Carnell, and establishing Mastervision. We welcome the competition from British Telecom."

Firebird, Wellington House, Upper St Martins Lane, London WC2

Solo goes German

Solo has announced plans to open a new office in Hamburg, West Germany. The move is part of an expansion into the European market. All educational and most business software will be translated into German, as well as manuals and instructions.

Managing director Nick Bewley said: "We have always accepted that Germany is the largest market for Sharp in Europe but there is a shortage of well-marketed software."

Solo has always worked closely with Sharp (UK) in Manchester and says that it seemed a natural extension to talk to Sharp Europe about a similar working relationship. In order to reduce export transportation costs, Solo decided to open a new office out there.

Solo, Unit 95B, Blackpole Trading Estate West, Worcester WR3 8TJ

Go for it!

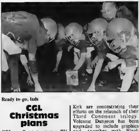
Now that the long winter evenings will be drawing in again, it's time to start watching American Football on TV again. Or otherwise, you could always play it in the comfort of your own home.

In the Mind Games range, Argus has released American Football for the Spectrum or Commodore 64, and is backing it with TV advertising on Channel 4's Sunday afternoon American football slot.

Football American style is a complicated game of strategy which involves clever tactics. In the Mind Games version you can either compete with a friend or your computer. Don't worry if you don't know how to play; included in the price — £9.99 — is a guide which should help you out. Or if you're really stuck, go to the help page.

Also from Mind Games: Cloak of Death, a horror adventure. Price £7.99 for the Spectrum, Commodore 64 and Atari.

Mind Games, Argus Press Software, No 1 Golden Square, London W1R 3AB



Ready to go, lads

CGL Christmas plans

CGL is all set to start a TV advertising campaign in the run-up to Christmas. Games and Watch will be promoted with a 30-second commercial running on TV-AM for the three months before Christmas. Extra spots will be booked for the half-term and Christmas holidays.

Children's comics will also feature CGL ads and the Wico joystick will be promoted in computer magazines. Managing director David Moran said: "We're all set for a very exciting season. Many new products have been added to our range."

CGL, CGL Hse, Goldings Hill, Loughton, Essex IG10 2RR

New life for Carnell

Mastertronic, famous for its cut-price software, has set up a new company, Mastervision, incorporating the titles of the previous adventure game company Carnell.

Carnell staff Roy Carnell, Stuart Galloway and Stephen Kirk are concentrating their efforts on the relaunch of their Third Continent trilogy. Volcanic Dungeon has been upgraded to include graphics and, together with Black Crystal and Wrath of Magra, is being converted for other machines.

Alan Sharam, director of Mastertronic, explained that Mastertronic is eager to develop its range of adventure games. "We'd be pleased to hear from aspiring adventure writers or any software companies seeking assistance in launching a high quality game," he said.

Mastertronic, Park Lorne, 111 Park Rd, London NW8 7JL

The joke's on you

Here it is — the World's First Computer Joke Book. Brought to you by Computerworld, it's a cassette which contains 500 jokes including a laugh routine at the end of each joke. Printed on the inlay card is the warning: This program can seriously damage your parents' health, while another sign indicates: Not to be sold to anyone over 16 unless accompanied by a minor.

The program can be used as a

continuous demonstration, you can vary the speed or call up a particular joke by number, or you can try and beat the computer by typing in your own punch-line If you get it right, the computer throws an egg at itself If you're wrong, the computer laughs at you

World's First Computer Joke Book runs on the 48K Spectrum and is available at £4 95 on disc, £8 95 on microdrive

Computerworld, 208 Kent Hse Rd, Beckenham, Kent BR3 1JN

Hot from the press

Soon to be released for the Spectrum, Alpha-Beth and Cylon Attack, Copter Capers for the BBC and Gumshoe for the Commodore 64. All from A 'n' F

Alpha-Beth is an educational game, or in A 'n' F's terms "arcational" According to them education can be fun and they aim to prove it with this new game

Alpha-Beth costs £5 75 and comes supplied with a built in database of general knowledge questions. Additional databases are available and there is also a separate database generator (£5 75) which may be used by teachers to add their own questions Marketing manager Coleen Pimm said "It may be the first program to top both the arcade and educational charts at the same time"

Gumshoe is a private detective trying to trace the kidnapped daughter of a millionaire He's tracked down the girl's abductors to a tower block and now has to overcome a number of obstacles to rescue her There are ladders, trapdoors, gunfights and increasing skill levels and the game costs £7 90

Cylon Attack (£6 90) has recently been converted for the Spectrum, and Copter Capers (£5 75) sends you on a trip to save survivors from a fishing boat, hostile vessels and bad weather try to stop you.

A 'n' F, Unit 8, Canal Side Ind Est, Woodbine Street East, Rochdale, Lancs OL16 5LB

The RAT is here

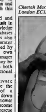
Cheetah Marketing recently unveiled the RAT, an infra-red action transmitter which could replace the joystick It's a remote, hand-held unit which costs £29 95 and initially can be used with the Spectrum.

According to Cheetah, versions for other computers are in the pipe-line The RAT comes in two parts: the black receiver which plugs into the edge connector at the back of your computer, and features a through connector so that you can add other peripherals, and the transmitter, which runs off a PP3 battery

The transmitter has two touch-sensitive pads which control firing and moving Cheetah claims that the RAT is the fastest and most flexible games controller ever It's effective up to 30 feet and installation is simple

CheetahSoft also launched three new games, two under licence from the American company Imagic Dragonfire and MoonSweeper (both £7 95 on the Spectrum) are imported by CheetahSoft from the States, and The Perils of Bear George is a new release from CheetahSoft's own stable It costs £6.95 and runs on the Spectrum

Cheetah Marketing, 24 Ray St, London EC1R 3DJ



The year of the RAT

The official Memotech user club, Genpat, has now been formed If you send in your subscription fee of £16 (£21 for overseas members) you'll receive 12 editions of the club magazine Memopad plus usual fringe benefits The club has "many exciting things lined up for the future"

Genpat, 3 Bulcock St, Burnley BB10 1UH

Here's a new company which will be making available to you new games from down under Ozi Soft. The first program for release is Space Age 2101, an arcade-strategy game It's due on the shelves in September, and will cost £7 95 Ozi Soft plans to release several more programs shortly, and all games will be for the Commodore 64, on disc or tape

Ozi Soft, London Hse, Baughurst, Hants

More winners

There were eight differences in our CheetahSoft spot the difference competition Top prizewinner was Paul Thomas, of Sandiacre, Notts He spent an exciting day being shown round CheetahSoft and Bibi Magnetics, before visiting the MicroTrade Exhibition at the Barbican

These are the 30 runners-up, who will each receive a copy of CheetahSoft's 3D Bat Attack and Conquest: Naina Advaal Southgate Neil J Dowds Greenock Mark Young Liddington Mr H Collings Aldershot Conrad Sweeney Willenhall Mrs A Adcock Bexley Dunham Mr P Clarke Accrington Mr K Ceaser Rotherham Andrew Kilby Clydebank Ian Brecken Ashford Jonathan Beadle Suffolk D Wilby Batley Andrew Farrell London SW2, Steven J Kinsella Leigh Allistair May Moray Nigel Harrison Wakefield Stephen Haley Coventry A Campbell Cheltenham F A Beale Blandford Forum Nigel Hurst Lewes Phillip Davis, Hull Paul Purves Colchester Clive Frank Huckins London W-2 Lee Shaw Basildon A M P O Hamed Plymouth A J Greenwood Rochdale Nicholas Bishop Loughton Mrs M Nash Congresbury Matthew Jeffries Christchurch R G Tozer Hassocks.

Two in one bonanza

The Stranglers, a group which has been together now for ten years, are about to launch their new LP, the first in over a year Strangely enough the album will include an adventure game for the 48K Spectrum

The album is entitled Aural Sculpture and is being released by Epic Records on November 5 The Adventure is Aural Quest and according to Epic it is probably the largest game on record and definitely the most ambitious

The quest is for pieces of the ear and clues are in the shape of snatches of Stranglers' music and lyrics A classic role-playing adventure, it's written using Quill and has a built-in save routine

Ideas for the game came from the Stranglers themselves and it was designed by Mike Turner of Stardreams Every cassette of Aural Sculpture will incorporate Aural Quest

Epic Records, CBS, 17-19 Soho Sq, London W1V 6HE

Lend me your ears

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HCW survey: your last chance

It's not too late to win a prize and give us your ideas

IF YOU missed sending us the survey form last week, don't worry, because we're giving you another chance to get your entries in.

The purpose of our survey is very simple. We want to know all about our readers and what they expect from us. The senders of the first 25 questionnaires picked out will each receive software or books as prizes.

All you have to do is fill in the form on this page. Just tell us who you are, what sort of computer you own and so on. There's also a section about HCW in which you can give your views on the magazine. Write down what your favourite HCW features are. It could be the reviews, the charts or the listings. Anything, it's entirely up to you.

We also need to know if there's anything that you dislike about HCW, or perhaps a feature that you like which needs improvement. Maybe you think there aren't enough listings for your particular micro — tell us, because that's the sort of information we want to find out. There's also a section where you can include your recommendations for making HCW even better.

From all this information we'll be able to discover what we're doing right (and wrong!) and so we'll know what improvements to make in the pages of your magazine.

So what are you waiting for? Simply fill in the form, mark your envelope HCW Survey and post it off in time to reach us by first post on Friday October 12th 1984. Remember that HCW is your magazine and we won't know what you think of it unless you tell us yourselves.

Name ______________________

Address ______________________

____

____

1. Are you male female?

2. Age under 10 10-14 15-19 20-24 over 25

3 Which independent TV station do you watch?
LWT/Thames TVS TSW Scottish Granada
Yorkshire Central Harlech/HTV Anglia
Tyne Tees UTV Channel

4. Which independent radio station do you receive? ________

5 Which computer tin you use/own? ____ (make and model)

6 How long have you had your computer?
Less than 3 months 6 months to 1 year 1-2 years
more than 2 years

7 Are you likely to get another computer in the next few months? Yes/No

8 Do any other people use your computer? Yes/No
If yes, how many? ______________________

9 How much have you spent on add-ons in the last six months? ______________________

10 What did you buy? RAMpack monitor
light pen printer joystick printer/plotter
other (please state) ______________________

11 Which magazines do you buy?
Popular Computing Weekly Personal Computer News
Any others______________________(please state)

12. How often do you buy them?
every week occasionally rarely

13. How often do you buy HCW?
every week occasionally rarely

14 How much do you spend on software in two months? ____

15. How often do you buy software? ______________________

16 What type of software do you buy? ______________________
adventure utilities small business
arcade household educational

17 Do you type in the listings in HCW? Yes/No

18. Do you read software reviews as a guide to buying Yes/No

19 Do you follow the charts? Yes/No

20 What do you like best about HCW?______________________

____

____

21 What aspect of HCW would you most like to see altered?

____

____

22. What new features would you most like to see in HCW?

____

____

____

Post your entry to HCW Survey, Home Computing Weekly, No 1 Golden Square, London W1R 3AB to reach us by first post on Friday October 12th, 1984

CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

[illegible] Market Research Group

ARCADE

1	Jet Set Willy	S Projects	Spectrum (6)
2	Tornado Low Level	Vortex	Spectrum (3)
3	Full Throttle	Micromega	Spectrum (2)
4	Jack and the Beanstalk	Thor	Spectrum ( )
5	Matchpoint	Sinclair	Spectrum (8)
6	Trashman	Quicksilva	CBM 64 (9)
7	Daley Thompson Decathlon	Ocean	CBM 64 (1)
8	Decathlon	Activision	CBM 64 (-)
9	Beach Head	Psion	Spectrum (4)
10	Sabre Wulf	Ultimate	Spectrum (5)

NON-ARCADE

1	Scrabble	Leisure Genius	CBM 64 (-)
2	Lords of Midnight	Beyond	Spectrum (1)
3	War of the Worlds	CRL	Spectrum (3)
4	Mugsy	Melbourne Hse	Spectrum (2)
5	Fall of Rome	Argus	CBM 64 (9)
6	Star Trader	Bug-Byte	Spectrum (4)
7	Valhalla	Legend	CBM 64 (7)
8	Pitfall	Activision	CBM 64 (8)
9	Savage Pond	Starcade	BBC (6)
10	The Inferno	R Shepherd	Spectrum (5)

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

1	Jet Set Willy	S. Projects (2)
2	Fighter Pilot	Digital (8)
3	Jack and the Beanstalk	Thor (-)
4	Tornado Low Level	Vortex (4)
5	Full Throttle	Micromega (3)
6	Night Gunner	Digital (5)
7	Matchpoint	Sinclair (1)
8	Trashman	New Generation (6)
9	Stop the Express	Sinclair (7)
10	Ad Astra	Gargoyle ( )

COMMODORE 64

1	Scrabble	Leisure Genius ( )
2	BMX Racers	Mastertronic (1)
3	Cavelon	Ocean ( )
4	Decathlon	Activision (-)
5	Hunchback	Ocean ( )
6	Manic Miner	S Projects (-)
7	Space Walk	Mastertronic (5)
8	Arabian Nights	Interceptor (9)
9	Hektik	Mastertronic (4)
10	Encounter	Hi Tech ( )

DRAGON 32

1	Up Periscope	Beyond ( )
2	Ring of Darkness	Wintersoft (5)
3	Chuckie Egg	A & F (1)
4	Pedro	Imagine ( )
5	Hunchback	Ocean (2)
6	Hungry Horace	Melbourne Hse (7)
7	Chocolate Factory	Minits (6)
8	Dragonfly 2	Hewson (8)
9	Space Shuttle Simulator	Microdeal ( )
10	Cave Fighter	CAS ( )

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

1	Psycho Shopper	Mastertronic ( )
2	New York Blitz	Mastertronic ( )
3	Chariot Race	Micro Antics (3)
4	Phantom Attack	Mastertronic (6)
5	Snooker	Visions (2)
6	Crazy Kong	Int. Micro (4)
7	Sub Hunt	Mastertronic (7)
8	Undermine	Mastertronic (10)
9	Bridge Man	Voyager (-)
=	Master Mania	Voyager (-)

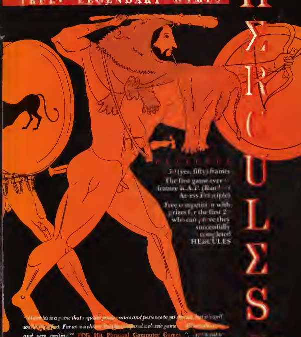
BBC

1	Scrabble	Leisure Genius ( )
2	Star Maze	Mastertronic (8)
3	Aviator	Acornsoft (1)
4	Kensington	Leisure Genius ( )
5	Football Manager	Addictive ( )
6	Chess	Micro Power (2)
7	747 Simulator	Doctorsoft (7)
8	Fortress	Pace (2)
9	Hunchback	Superior ( )
10	Demolator	Visions ( )

ZX81

1	Alien Rain	CRL (1)
2	Planet Raider	Novus (2)
3	Krazy Kong	PSS ( )
4	Walk the Plank	Novus (4)
5	Krypton Ordeal	Novus (5)
6	Black Crystal	PSS (7)
7	Flight Simulation	Sinclair (5)
8	Espionage Island	Sinclair (8)
9	Hopper	PSS (6)
=	Invaders	Quicksilva (-)

THE FIRST OF THE
COMMODORE 64
TRULY LEGENDARY GAMES



HERCULES

50 (yes, fifty) frames

The first game ever to feature R.A.P. (Random Access Principle)

Free competition with prizes for the first 25 who can prove they successfully completed HERCULES

"Hercules is a game that requires perseverance and patience to get started, but it's well worth the effort. For once a classic [illegible] inspired a classic game [illegible] and very exciting." PCG Hit Personal Computer Games "[illegible] entertainment [illegible] and powerful [illegible] Hercules received Yie's highest rating ever for [illegible] "I was hooked; the graphics are nice and the music effects wonderfully [illegible] (loud and shrieking). I expect the game to do well." Computing Weekly. "I shall be looking forward to the next game if this is anything to go by." Personal Computer World.

Interdisc 245-251 [illegible] Road London W1 [illegible] Tel: 01 [illegible]

[illegible]

Keep it to

How many times have you loaned out your own software, only to find your friend can't find it? This program from Ron Luxton could make your life easier

Serious book collectors fasten ex libris — Latin for "From the library of " — bookplates inside their books, as a mark of ownership and to ensure that their possessions are returned when they lend them to friends

Here ex libris is a program to add a distinctive 'computer-plate' to the front of your own Spectrum programs using the computer's SCREEN$ facility

It can be personalised each time by adding your name, brief address or program title

After typing in the program, checking for errors and SAVEing to tape, press RUN On completion of the drawing, you will be offered six lines of nine characters each to input your name or any message

If you want any line to be empty, then just press ENTER

Next, simply load the recorder with a fresh tape, enter "SAVE "ex libris" SCREEN$" and save the screen image

To incorporate the SCREEN$ drawing into your new program, start with the following three lines

```
10   LOAD  "ex  libris"
   SCREEN$
20  BORDER 0: PRINT # 0,
   "Press any key to start"
   PAUSE 0
30  RUN
40        rest of program
```

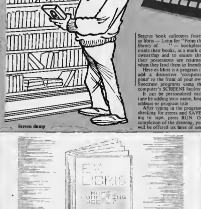
Now SAVE it using "SAVE "new program" LINE 10"

Do not rewind the tape, but remove it from the recorder Enter NEW and re-load the "ex libris" SCREEN$ program Replace the "new program" tape and immediately following the "new program" recording, SAVE the SCREEN$ drawing using "SAVE "ex libris" SCREEN$"

Now, when your new program tape is loaded, it will automatically load your ex libris bookplate to the screen, and stay there until a key is pressed and the program continues

From now on, your friends may forget to return your programs, but they will not forget you

Screen dump



yourself

Listing

```
  10 REM     EX LIBRIS
  20 POKE 23658,8
  30 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
  40 LET x=8000: LET y=9000
  50 GO SUB x: FOR i=1 TO 4: GO SUB y: NEXT i
  60 FOR i=1 TO 2: GO SUB x: GO SUB y: NEXT i
  70 GO SUB x: GO SUB y: DRAW 13,-7,.3*PI:
  80 GO SUB x: DRAW 13,-7,.3*PI
  90 FOR k=1 TO 4: GO SUB x: FOR i=1 TO 2: GO SUB y: NEXT i: NEXT k
 100 GO SUB x: FOR i=1 TO 3: GO SUB y: NEXT i
 110 FOR i=1 TO 3: GO SUB x: GO SUB y: NEXT i
 120 GO SUB x: FOR i=1 TO 2: GO SUB y: NEXT i
 130 GO SUB x: GO SUB y
 140 GO SUB x: FOR i=1 TO 2: GO SUB y: NEXT i: DRAW 4,9,PI
 150 GO SUB x: GO SUB y: DRAW 4,-7,-PI: GO SUB y
 160 GO SUB x: FOR i=1 TO 2: GO SUB y: NEXT i: DRAW 4,-7,-PI: GO SUB y
 170 FOR i=1 TO 2: GO SUB x: GO SUB y: NEXT i
 180 GO SUB x: DRAW 4.1,5,-1.45*PI
 190 GO SUB x: DRAW -4.1,-5,-1.45*PI
 200 BRIGHT 0
 210 GO SUB x: FOR i=1 TO 4: GO SUB y: NEXT i
 220 LET z=118: FOR a=75 TO 76 STEP 2: FOR b=18 TO 10 STEP -2
 230 PLOT a,b: DRAW 0,z: BEEP .005,50: LET z=z-10: NEXT a: NEXT b
 240 LET a=0: FOR b=0 TO 175 STEP 2
 250 PLOT a,b: DRAW  BRIGHT 1; INK 3;INT 4+(RND*55),0: BEEP .005,40: NEXT b
 260 LET a=255: FOR b=0 TO 1752
 270 PLOT a,b: DRAW  INK 3;-INT 7-(RND*60),-0: BEEP .005,30: NEXT b: BRIGHT 0
 280 GO SUB 9100: LET j=12: FOR i=19 TO 12 STEP -1: PRINT AT i,j; BRIGHT 0; PAPE
R 6; INK 2;"AAAAAAAA": BEEP .005,30*i: NEXT i: INK 7
 290 FOR i=1 TO 6
 300 INPUT "Input line no  "; INVERSE 1;INT i;a$; INVERSE 0: IF LEN a$>9 THEN  P
RINT #0;"Too long.Press any key to repeat": PAUSE 0: GO TO 300
 310 PRINT  PAPER 6; INK 0;AT i+12,(16-INT LEN a$/2);a$: NEXT i
 320 STOP
1000 DATA 86,137,90,0,0,-130,-90,0,0,35,86,68,0,25,86,111,0,25,73,15,0,129,73,14
,73,144,80,25,0,-8,79,144,80,19,0,-8,84,142
1010 DATA 80,13,0,-8,28,140,83,7,0,-9,111,122,-11,0,0,-16,11,0,106,114,-6,0,116,
122,13,-16,128,122,-13,-16,100,99,0,-16,11,0,115,99,0,-16,120,99
1020 DATA 0,-16,4,0,120,99,4,0,-7,0,135,83,0,16,4,0,-7,0,141,92,5,-9,151,99,0,-1
6,161,91,161,91,88,135,86,0,0,-126,-86,0,-0,126
8000 DIM p(2): FOR i=1 TO 2: READ s: LET p(i)=s: NEXT i: PLOT p(1),p(2)
8010 RETURN
9000 DIM d(2): FOR r=1 TO 2: READ s: LET d(r)=s: NEXT r: DRAW d(1),d(2)
9010 BEEP .005,50
9020 RETURN
9100 FOR i=0 TO 7: READ y: POKE USR "A"+i,y: NEXT i
9110 DATA 170,0,85,0,170,0,85,0
9120 RETURN
```

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Your guide to computer crime?

U.S. SCENE

Taking the theme from Wargames to its logical conclusion, how would you like to subscribe to a magazine featuring articles such as "Sequence to determine the current state of Soviet nuclear readiness", or — if your funds are low — perhaps you would be more interested in an article entitled "Transferring funds from high-balance bank accounts to low-balance bank accounts"

A casual glance at the new publication, Computer Raider's News, makes it seem like the ultimate hacker's guide to computer vandalism and miscellaneous mischief In reality, the magazine is designed to be the computer world's equivalent to Mad magazine Published and written by Dan Rattiner, many of the ideas in the magazine were actually inspired by genuine news articles from various publications whose common theme was young people getting in trouble for doing things that adults allowed them to do in the first place. The first issue will be out later this year

Additionally, Rattiner probably got a lot of (negative) inspiration from the computers he has owned at various times, such as the Timex/Sinclair, the Osborne I, the TI-99, and the best one of all, an IBM 5110 that cost him roughly $16,000 about four years ago and which he cannot get to run due to software problems I suppose if I had problems like that, I could write good satire as well

If you are interested in an issue or two, for more details you can write to Computer Raider's News, c/o Permanent Press, RFD 2, Noyac Rd, Sag Harbor, New York 11963, (516) 537 0500 It should be worth a few chuckles

If you have a modem and are not hesitant to try using it to cross the Atlantic, you may be interested in this new service In fact, if you are having trouble locating the right software, the expense of the call may be offset by the time and aggravation you might save by using this service

I am talking about Software Library Created by a company called Searchmart, this on-line database resembles a library card catalogue in the way it is used, and is available for no charge Software vendors and manufacturers support the system, which is why there is no charge to users

Searchmart offers the service in the hope of simplifying the software selection process, and to help consumers obtain up to date information on products and their availability Searchmart, credit to them, does not sell any of the products advertised in the library, they are strictly offering a service To be placed on line at a later date is an electronic mail service which will allow system users to send comments on products directly to the vendors

Also in the works is a New Software Products file, to be made separately available to users only interested in recent releases

So, all you need to access this service is a computer having communications capabilities and some motivation Oh, and one more thing — you'll also need their phone number Here it is, along with their address, just in case you want more information prior to dialing Searchmart Corp , 745 U S Highway 1, North Palm Beach, FL 33408, (305) 845-2996

See you next week Same time, same column

Bud Izen, Fairfield, California

Sprite Routines Sord M5 £5.95

Hamsoft, 5 Greenfield Link,
Coulsdon Woods, Coulsdon,
Surrey CR3 2SW

Every M5 owner knows that BASIC-I isn't the most comprehensive language when it comes to sprite handling In fact, it is positively lacking in any commands! This package attempts to fill the gap left in BASIC-I by providing a set of powerful interrupt driven sprite routines

It consists of five routines. On — which initiates the interrupts driving the sprites, Off — which stops these interrupts, Erase — which erases sprites, Join — which allows you to join sprites, and Move — which allows you to move sprites in a variety of ways

The first four commands are self-explanatory The fifth is the most complex but the most powerful and useful command in this package Not only does it allow you to move sprites to a particular position, the great thing about this command is that because it is interrupt driven, once you set a sprite in motion you can forget about it and get on with something else.

These routines will be invaluable to those who do not own BASIC G I felt it was slightly overpriced at nearly £6 but since the free demo game in this package is better than any of the cassette based games by CGL, I can't complain

S.S

instructions	80%
ease of use	90%
display	95%
value for money	75%

★ ★ ★ ★ ★

Spoof 48K Spectrum £7.50

Runesoft, Charnwood Hse,
Lower Parliament St, Nottingham

A "Quilled" all text adventure, Spoof is funny!

You play the part of Yaw-Ning, setting forth to seek the magic dragon Spoof. The trouble is that as soon as you get stuck into your adventure, people keep giving you extra tasks There's a rather familiar Doctor who wants a part for his time machine, for example

The descriptions are very evocative, and there are some nice touches like the ringing phone which can be answered, the boat journey across the Essential Ocean, and the cryptic help messages

And the humour? For a start you acquire an adventure kit, the main component of which seems to be sticking plaster, the three headed vulture who requires all manner of things, including a Princess's dress to let you through, the response from the computer when you find the dress and put it on and so on! The best advice is not to kiss frogs and *don't panic!*

Overall an amusing departure from the adventure norm and well worth a look, were it not for the exorbitant price How can Runesoft justify this when they use someone else's program to create their own in half the time? Naughty **D M**

instructions	95%
playability	100%
graphics	N/A
value for money	75%

★ ★ ★ ★

Taking time for games and routines

More software reviews to give you an insight into the merits and the disadvantages

Billy Ball at the Hatchery TI-99/4A with Extended BASIC + Joystick £6

Stainless, 10 Alstone Rd,
Stockport, Cheshire

Not the sort of hatchery I'd care to visit — out pop some bloodthirsty monsters from the eggs in this game

The screen displays a set of platforms which may be climbed by a series of chutes Hanging below the platforms are egg cases in which the developing monsters lie Using the joystick you control Billy, a bouncy character who must smash the eggs before they hatch

Fortunately, they only hatch one at a time As one starts it becomes transparent and a timer begins the countdown to show Billy how long he has to reach the egg If he fails the monster hatches out and gobbles him up

The eggs are destroyed by the powerful force of vibration — makes a change from laser zapping doesn't it? Billy either jumps up and down on the platform immediately above the egg or may use one of two hammers to make the whole hatchery shake In either case the egg crashes to the ground and points are scored

After all the egg cases have been dealt with the screen changes to a different layout Billy then has to work a little harder

J W

instructions	90%
playability	70%
graphics	90%
value for money	80%

★ ★ ★ ★

Bowls TI-99/4A £6

Stainless, 10 Alstone Rd,
Stockport, Cheshire

This is a really excellent version of the popular game of bowls You either play against the computer or another player

Before starting you select to either play a limited number of ends or agree that the first player to a set number of points wins

The green is displayed from a bird's eye view on which the jack has already been placed, by the computer Players take turns throwing their bowl, the course of which is determined from four parameters input separately as numerical values

There are six possible starting positions, each marked clearly on the green, three directions — straight, left or right — and "finger" or "thumb" bias. The latter influences which way the bowl will curve as it slows down

Finally comes the strength of throw, having values from one to nine With such a choice of variables experience needs to be acquired before bowling becomes accurate

After all values have been entered you are offered the opportunity to change them before the shot is taken A very useful feature

When the end is complete the computer measures to discover whose bowl is nearer the jack and how many points are scored **J.W**

instructions	90%
playability	80%
graphics	50%
value for money	100%

★ ★ ★ ★ ★

Spectrealm 48K Spectrum £6.95

Runesoft, Charnwood Hse
Lower Parliament St, Nottingham

This is a simulation of the economy of a small rural kingdom involving producing corn, preserving or starving the population, and, if you can amass enough cash, buying power stations and factories If after five years, you have honoured your election promises, you survive If not suicide!

Playing the game is good fun though not easy until you realise that the king is easily worked round and that some of the population must go in order to build up the cash! It's always interesting to see what political assumptions are incorporated in games and that one is all too familiar!

Variable factors are built in like the effect of the weather on crops, invasion and the discovery of oil The rest is up to you

Sadly, the screen presentation is ordinary and the game itself reminiscent of a magazine listing None of the humour or sound/visual effects of Dictator nor the sophistication of Great Britain Ltd is here There appears to be only a rudimentary attempt to trap input errors, and the BASIC listing is easily persuaded to reveal its secrets

Two years ago, this would have been acceptable, but users have come to expect more now **D M**

instructions	100%
playability	60%
graphics	50%
value for money	30%

★ ★

7raffic
CBM 64 £7.95

Quicksilva, 13 Palmerston Rd, Southampton

In the past I have always been disappointed with Quicksilva software However, after looking at this game my opinion is starting to change I could best describe it as an original and interesting arcade/strategy game which people of all gaming types should find enjoyable

The screen contains a map of a town centre On the map are about seven junctions with traffic lights Using the joystick you should position a cursor/indicator over a junction and press the button to change the lights (I only wish that this was possible in real life) If the lights are not checked often enough then the traffic can build up and cause an almighty traffic jam

As time goes on more and more vehicles appear and cause the traffic jams to build up much faster

After each screen has been completed the computer will speak " NEXT MAP" through the TV set The voice sounds slightly muffled but it is good considering that no extra hardware is required

Loading the program caused many problems It normally took about three times to load even after cleaning the tape heads

K.I.

instructions	25%
playability	80%
graphics	75%
value for money	75%

★ ★ ★ ★

Forbidden Fruit
52K BBC £6.50

Voyager Wirral Busines Centre, Gorsey Lane Dock Rd Birkenhead

Forbidden Fruit could be described as a cross between Snapper and Cybertron Mission After choosing the keys you wish to use a display of the objects is shown

You must manoeuvre a man around a maze collecting fruit and the key to the door to the next level A number of creatures also live in the maze and they make your job much more difficult You can shoot the creatures when you move sideways but not if they are above or below you

If you manage to escape this first level bonus points are awarded on the time taken and the fruit collected There are 12 levels in all and each one is harder than the last

The game is really fun to play I had difficulty getting myself away from it On the 'B' side of this cassette a 'zapped' version can be loaded On this you never lose a life and it is possible to choose which level you start on

At £6 50 this game is great value for money and far better than other more expensive packages

D B

instructions	90%
playability	95%
graphics	90%
value for money	100%

★ ★ ★ ★ ★

Amazing mazes

More tricky arcade games reviewed by our experts

Piromania
48K Spectrum
£6

Automata, 27 Highland Rd Portsmouth

This is the second of the two new releases from Automata and this time I decided to play the audio side first Described as 'as free audio track by Safety and the Matches' it s a little ditty entitled 'Put the cat out mother ' It s a good job it's free, I would never have bought it!

However the game on the other side is worth buying The Piman has a burning desire to roast the residents of Automata Towers You have to guide Walter the fireman round the building filling a bucket with water, and trying to douse fires There are fire extinguishers around the place, if you want to use them

Scattered inside the building are various treasures which you can collect, if you can find the time that is Some careless person leaves dynamite lying around, so that has to be removed, but fast Whether the author of the game is trying to tell us something I don't know but on the top floor was a pink elephant doing a little dance and squirting water all over the place A hectic, but very playable game

B B

instructions	100%
playability	95%
graphics	100%
value for money	90%

★ ★ ★ ★ ★

Qua Vadis
CBM 64 £9.95

Sottek 12/13 Henrietta St, Covent Garden, London WC2E 8LH

You are stuck in a maze of Roman architecture, or so it seems (instructions were not included with the preview copy) The game takes about three minutes to fast load and you can see why when you play

The maze has superb graphics (monsters, flaming torches and other ornaments pillars etc) and is huge being many times the size of the screen Your soldier is stuck in the centre while the maze scrolls around it

You fight monsters, and can regain strength by finding treasure You can hop, walk and jump, climb ropes, stairs and rocks but beware fall in the bubbling pits and you're dead

You have only one life which makes the adventure more real as well as frustrating and addictive

There is only one maze but it is large enough to baffle you When you have discovered its limits, you can play for a record score

Joystick movement is slightly too sensitive and the background music is a bit quiet, but these are easily overcome

Overall, this is a very good game Its addictiveness, scale and variety justify its high price tag for most people

D R

instructions	N/A
playability	90%
graphics	95%
value for money	95%

★ ★ ★ ★ ★

Nightmare Maze
BBC B £5.70

MRM, 17 Coates Rd, Grimsby, S Humberside

Not all good BBC software is expensive, as demonstrated by this excellent game

It is a 3D maze game, with an overhead view of the maze You control a small pyjama d figure Sleepy Joe who races round the maze, collecting eight keys to unlock a door at the side You are hindered by monsters which bound around after you

On the first maze you are pursued by Springy Things and Bouncing Balls, Deadly Frogs and Hungry Hoppers What lies beyond I cannot tell, the Hoppers saw to that! The monsters are difficult to avoid but sometimes a cup of black coffee appears which will wake you up and the monsters disappear You can then race round faster, but beware of collision with a reappearing nasty

As if this wasn't enough, there is a 60-second time limit on each screen Each maze is more complex than the last, and a good score requires skill and patience

Nightmare Maze uses a colourful Mode 2 screen with superb animation Sleepy Joe springs smoothly along, while balls bounce realistically behind Sound is well used, especially the croaking frogs! I recommend this as a fast action game with an original concept

D.A

instructions	70%
playability	90%
graphics	95%
value for money	95%

★ ★ ★ ★ ★

WIN £25,000 AND SAVE THE WORLD

Eureka!

250 K OF PURE MYSTERY BY IAN LIVINGSTONE

Spectrum 48K or Commodore 64 (Turboload)
Full colour booklet packed with cryptic clues to help you unravel the mystery — and win the £25,000 reward
Music and sound effects built in

- 5 [illegible] in one [illegible] ultimate [illegible]
- Epic in scale: "Eureka!" spans [illegible] You battle against the dinosaurs [illegible] his gladiators, join the Knights of the R[illegible] escape from Colditz, and finally into 1984 [illegible] evil master of the Caribbean who is holding the [illegible] to ransom
- Epic in sheer size — the [illegible] for you to get [illegible]

5 PROGRAMS IN ONE

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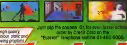
- "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come
- The better your score, the stronger and faster you'll be
- And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement
- As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen *together*, you steadily unravel the clues and build up a secret phone number piece by piece
- If you're first to ring it, you save the world and collect the £25,000!
- Quite a package! And to give everyone a fair chance, "Eureka!" will be released simultaneously worldwide on October 31st, 1984. No packs will be available until that date. All orders received by mail or phone by 26th OCTOBER will be despatched by post on the 31st right across the world. So order now, and be one of the first off the mark.

THEN THE RACE IS ON!!!



High quality, full colour, static and moving graphics

Just clip the coupon. Or, for even faster action order by Credit Card on the "Eureka!" Telephone Hotline 01-460 6000.

DEVISED BY IAN LIVINGSTONE

The storylines for "Eureka!" are by Ian Livingstone whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donat Kiss and András Csaszar. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it.

£7 BONUS

When you buy "EUREKA!" before 26 OCTOBER from [illegible] you receive an additional cash £7 voucher off the price of the TROJAN LIGHT PEN from [illegible]. Normal price is £17.25. You buy it for just £10.25.

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Please send me "Eureka!" (tick), complete with tickets to full-colour booklet, instructions and tape, at £14.95 each PLUS 55p post & packing. If my order is received before 26 October 1984, I will receive a free £7 voucher towards a Trojan light pen. Please allow 14 days delivery for orders received after 26 October.

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SPECTRUM 48K		
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The race for the £25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985

Do you know all the answers?

So you think you know everything? Try this quiz on your Oric/Atmos — your family and friends must agree your answer is right before you gain points.

By Peter Hart

Tell Me

This is a general knowledge quiz for two to nine players. It has proved very popular with groups of children and families. To make the reading easy for young children, the text is well spaced and double height.

Oric first asks you how many are playing and then asks for their names.

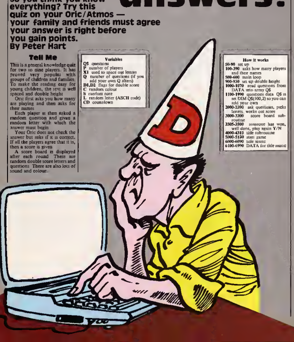
Each player is then asked a random question and given a random letter with which the answer must begin.

Your Oric does not check the answer but asks if it is correct. If all the players agree that it is, then a score is given.

A score board is displayed after each round. There are random double score letters and questions. There are also lots of sound and colour.

Variables

Q$ questions
P number of players
X1 used to space out letters
Q number of questions (if you add your own Q alters)
D1,D2 flags for double score
C random colour
S random note
L random letter (ASCII code)
CD countdown



How it works

50-90 set up
100-390 asks how many players and their names
500-600 main loop
900-930 set up double height
1000-1070 read questions from DATA into array Q$
1100-1990 questions data. Q$ is set DIM Q$(100,2) so you can add your own
2000-2390 ask questions, picks letters, works out score
3000-3300 score board subroutine
3305-3500 someone has won, well done, play again Y/N
4000-4310 title subroutine
5000-5120 start game
6000-6090 title music
6100-6990 DATA for title music

```
10 REM ***********************
20 REM *   TELL  ME           *
30 REM *    BY  PETER  HART   *
40 REM ***********************
50 POKE618,2
60 HIMEM#97FF
70 CLS
80 GOSUB 4000
85 GOSUR 6000
90 DIM Q$(100,2)
100 CLS
110 PAPER3:INK4
120 GOSUB 900
130 PLOT3,11,"H O W   M A N Y   P L A Y E R S"
140 PLOT3,12,"H O W   M A N Y   P L A Y E R S"
150 PLOT3,15,"N I N E   M A X I M U M"
160 PLOT3,16,"N I N E   M A X I M U M"
170 GET A$
180 IF A$<CHR$(50) OR A$>CHR$(57) THEN170
190 P=ASC(A$)-48
200 CLS:INK7:PAPER2
210 GOSUB900
220 FOR X=1 TO P
225 NU$(X)=CHR$(X+48)
230 PLOT3,7,"P l e a s e   t y p e   t h e"
240 PLOT3,8,"P l e a s e   t y p e   t h e"
250 PLOT3,11,"n a m e   o f   p l a y e r"
260 PLOT3,12,"n a m e   o f   p l a y e r"
270 PLOT32,11,NU$(X)
280 PLOT32,12,NU$(X)
290 GET A$:IF A$<CHR$(65) OR A$>CHR$(90) THEN 290
300 NAME$(X)=A$:PLOT3,15,A$:PLOT3,16,A$:X1=3
310 REPEAT
320 GET A$:IF A$=CHR$(13)THEN 360
325 IF A$=CHR$(127) THEN X=X-1:A$=CHR$(13):GOTO 360
330 IF A$<CHR$(65) OR A$>CHR$(90) THEN 320
340 X1=X1+2:A$=CHR$(ASC(A$)+32)
345 PLOTX1,15,A$:PLOTX1,16,A$
350 NAME$(X)=NAME$(X)+" "+A$
360 UNTIL A$=CHR$(13)
365 PING:PAPER0:WAIT 50:PAPER2
370 PLOT3,15,"                                  "
380 PLOT3,16,"                                  "
390 NEXT X
500 REM  MAIN LOOP
510 GOSUB 5000
515 GOSUB 1000
520 GOSUB 2000
530 GOSUB 3000
600 GOTO 520
899 STOP
900 REM  DOUBLE HIGHT
910 FOR X=0TO25
920 PLOT 2,X,10
930 NEXT X
940 RETURN
1000 REM    Q$ SUBROUT
1005 Q=0
1010 REPEAT
1020 Q=Q+1
1030 READ Q$(Q,1)
```

```
1040 READ Q$(Q,2)
1050 UNTIL Q$(Q,1)="X"
1060 Q=Q-1
1070 RETURN
1100 DATA someone
1110 DATA in the Bible
1120 DATA the name of a town,in Britain
1130 DATA a boys,name
1140 DATA a girls,name
1150 DATA the name of,a tree
1160 DATA the name of,a river
1170 DATA the name of a,place in the Bible
1180 DATA a breed,of dog
1190 DATA a ,bird
1200 DATA a make,of car
1210 DATA a type,of fish
1220 DATA a,flower
1230 DATA a,fruit
1240 DATA a,vegetable
1250 DATA a,mountain
1260 DATA something,to eat
1270 DATA something,you wear
1280 DATA a,toy
1290 DATA an,aeroplane
1300 DATA a,country
1990 DATA X,X
2000 REM   TELL ME
2002 D1$="DOUBLE  SCORE  QUESTION"
2003 D2$="DOUBLE  SCORE  LETTER"
2004 TM$="tell me"
2006 BW$="Beginning with"
2010 CLS:PAPER7:INK4
2020 FOR Z=1 TO P
2021 CLS:GOSUB 900
2022 FOR X=1 TO 4
2024 PLOT4,X,1:PLOT5,X,14
2026 NEXT X
2040 D1=1:D2=1
2050 IF RND(1)<.1THEN D1=2
2060 IF D1=2 THEN PLOT6,1,D1$:PLOT6,2,D1$
2070 PLOT3,5,NAME$(Z):PLOT3,6,NAME$(Z)
2080 PLOT3,9,TM$:PLOT3,10,TM$
2090 Q1=INT(RND(1)*Q+1)
2100 PLOT3,13,Q$(Q1,1):PLOT3,14,Q$(Q1,1)
2105 PLOT3,17,Q$(Q1,2):PLOT3,18,Q$(Q1,2)
2110 PLOT3,21,BW$:PLOT3,22,BW$
2112 PLOT4,26,7
2114 PLOT9,26,"PRESS SPACE BAR"
2120 FOR X=1TO17
2130 C=INT(RND(1)*7)
2135 S=INT(RND(1)*1500+100)
2140 L=INT(RND(1)*26+65)
2142 IF L<>81 AND L<>85 AND L<>86 AND L<>88 AND L<>90 THEN 2150
2144 IF RND(1)<.5 THEN 2140
2150 SOUND1,S,8
2160 PLOT30,21,C:PLOT30,22,C
2170 PLOT32,21,CHR$(L):PLOT32,22,CHR$(L)
2190 NEXT X
2195 PLOT4,26,2
2200 IF C=3 THEN PLOT30,21,4:PLOT30,22,4
2202 IF RND(1)<.1THEN D2=2
```

```
2204 IF D2=2 THEN PLOT6,3,D2$:PLOT6,4,D2$
2210 CD=2000:WAIT20
2215 A$="":F$=KEY$
2220 REPEAT
2230 SOUND1,2100-CD,8
2240 CD=CD-5
2250 IF CD=0 THEN A$=" ":EXPLODE:WAIT 50:GOTO 2300
2260 A$=KEY$
2300 UNTIL A$=" "
2305 PING
2310 SC(0)=INT((CD/20)*D1*D2)
2330 SC$=STR$(SC(0)):SC$=SC$+"            ":IF SC(0)=0 THEN 2340
2331 PLOT 4,26,7
2332 PLOT 6,23,"R I G H T  ( Y / N )"
2333 PLOT6,24,"R I G H T  ( Y / N )"
2334 GET A$:IF A$<>"N" AND A$<>"Y"THEN 2334
2335 IF A$="N" THEN SC(0)=0:GOTO 2330
2340 PLOT 6,23,"S C O R E":PLOT 6,24,"S C O R E"
2345 PLOT 4,26,2
2350 PLOT17,23,SC$:PLOT17,24,SC$
2360 PLOT17,23,1:PLOT17,24,1
2370 GETA$
2375 SC(Z)=SC(Z)+SC(0)
2380 NEXT Z
2390 RETURN
3000 REM   SCORE  BOARD
3002 REPEAT
3004 H1=0
3010 FOR X=2 TO P
3020 IF SC(X)<= SC(X-1) THEN H1=H1+1:GOTO 3100
3030 HA=SC(X):SC(X)=SC(X-1):SC(X-1)=HA
3040 HA$=NAME$(X):NAME$(X)=NAME$(X-1):NAME$(X-1)=HA$
3100 NEXT X
3110 UNTIL H1=P-1
3120 CLS:PAPER7:INK0
3130 GOSUB 900
3140 PLOT0,1,18:PLOT0,2,18:PLOT3,1,4:PLOT3,2,4:PLOT4,1,14:PLOT4,2,14
3150 SB$="S C O R E    B O A R D"
3160 PLOT9,1,SB$:PLOT9,2,SB$
3162 RO=RO+1
3164 PLOT7,3,8:PLOT9,3,"AT THE END OF ROUND":PLOT28,3,STR$(RO):PLOT28,3.0
3170 FORX=1 TO P
3180 PLOT6.3+(X*2).STR$(SC(X))
3190 PLOT6,4+(X*2),STR$(SC(X))
3200 PLOT20,3+(X*2),NAME$(X)
3210 PLOT20,4+(X*2),NAME$(X)
3211 Z=INT(RND(1)*7):IFZ=3THENZ=2
3212 PLOT6,3+(X*2),Z
3214 PLOT6,4+(X*2),Z
3220 NEXTX
3222 PLOT3,25,"P R E S S  S P A C E  B A R"
3224 PLOT3,26,"P R E S S  S P A C E  B A R"
3226 PLOT2,26,10
3228 A$="":F$=KEY$
3230 REPEAT
3240 FOR X=19 TO 29 STEP 2
3245 Z=INT(RND(1)*7):IFZ=3THENZ=4
3250 PLOT X,5,Z
3260 PLOT X,6,Z
3270 NEXT X:PLOT6,5,Z:PLOT6,6,Z
3280 A$=KEY$
```

```
3290 UNTIL  A$=" "
3300 IF SC(1)<1000 THEN RETURN
3305 CLS:GOSUB  900
3310 PLOT3,9,"W e l l   d o n e"
3320 PLOT3,10,"W e l l   d o n e"
3330 PLOT3,13,NAME$(1):PLOT3,14,NAME$(1)
3340 PLOT3,17,"P L A Y   A G A I N    Y / N"
3350 PLOT3,18,"P L A Y   A G A I N    Y / N"
3360 GET A$
3370 IF A$="Y"THEN  RUN
3380 IF A$="N"THEN  CLS:PAPER7:INK0:END
3500 RETURN
4000 REM   TITLE
4010 TEXT:PAPER0:INK2
4020 DIM TITLE$(26)
4030 TI$(1)=" "+CHR$(27)+"I@_______ @_______ @_       @_"
4035 TI$(2)=" "+CHR$(27)+"I_______% _______% __       __"
4040 TI$(3)=" "+CHR$(27)+"I   __    __       __       __"
4050 TI$(4)=" "+CHR$(27)+"I   __    ______   __       __"
4060 TI$(5)=" "+CHR$(27)+"I   __    _____%   __       __"
4070 TI$(6)=" "+CHR$(27)+"I   __    __       __       __"
4080 TI$(7)=" "+CHR$(27)+"I   __    __       __       __"
4090 TI$(8)=" "+CHR$(27)+"I   __    ________ ________ ________"
4100 TI$(9)=" "+CHR$(27)+"I   _%    _______% _______% _______%"
4110 TI$(10)="  "
4115 TI$(11)=" "
4120 TI$(12)=" "+CHR$(27)+"I       @_0   @_  @_______"
4130 TI$(13)=" "+CHR$(27)+"I       ___0 @__  _______%"
4140 TI$(14)=" "+CHR$(27)+"I       ____@___  __"
4150 TI$(15)=" "+CHR$(27)+"I       __*__%__  ______"
4160 TI$(16)=" "+CHR$(27)+"I       __    __  _____%"
4170 TI$(17)=" "+CHR$(27)+"I       __    __  __"
4180 TI$(18)=TI$(17)
4190 TI$(19)=" "+CHR$(27)+"I       __    __  ________"
4200 TI$(20)=" "+CHR$(27)+"I       _%    _%  _______%"
4210 FOR X=21 TO 24:TI$(X)=" ":NEXT X
4220 TI$(25)=" "+CHR$(27)+"A              BY PETER HART"
4230 TI$(26)=" "
4240 FOR X=1 TO 26:PRINT:NEXT X
4310 RETURN
5000 REM   HERE WE GO
5010 CLS:PAFER3:INK0
5020 GOSUB 900
5030 HW$="H e r e   W e   G o"
5040 FO$="T h e   f i r s t   o n e"
5050 TS$="t o   s c o r e     1 0 0 0"
5060 TW$="i s   t h e   W I N N E R"
5070 PLOT3,3,HW$:PLOT3,4,HW$
5080 PLOT3,7,FO$:PLOT3,8,FO$
5090 PLOT3,11,TS$:PLOT3,12,TS$
5100 PLOT3,15,TW$:PLOT3,16,TW$
5110 WAIT 300
5120 RETURN
6000 REM   MUSIC
6010 REPEAT
6020 READ DY$:READ DY$
6030 UNTIL DY$="X"
6040 REPEAT:IF PO<26 THENPRINTTI$(PO)
6050 READ OC,NO,WA:IF WA=9999 THEN 6080
6055 IF OC=0 THEN PLAY0,0,0,0:GOTO6070
```

```
6060 MUSIC2,OC,NO,0:PLAY3,0,7,300
6070 WAIT WA:PD=PD+1
6080 UNTILWA=9999
6090 PLAY0,0,0,0
6095 RESTORE
6100 DATA 3,5,29,3,5,19,3,6,0,3,8,29,3,8,29,3,10,69,3,0,29,0,0,29
6110 DATA3,12,29,3,12,19,4,1,0,4,3,29,4,3,29,4,3,69,4,1,29,0,0,29
6120 DATA4,5,29,4,5,19,4,3,0,4,1,29,4,1,29,4,1,69,3,10,29,3,10,29
6130 DATA3,0,29,4,1,29,3,12,20,4,1,20,4,3,40,4,1,120,0,0,40
6900 DATA 1,1,9999
6999 RETURN
```

ADVENTURE FOR COMMODORE 64 AND SPECTRUM 48K

NO.1
SWORDS & SORCERY
the MIDAS

Swords and Sorcery represents the first example of the ultimate in graphic adventures using the unique MIDAS system

Swords and Sorcery differs from other adventures in that you guide your character through the unending corridors of the underworld on a quest for material, physical and/or spiritual power. The choice is yours.

You begin as a novice with limited abilities in the use of magic, sword play and stealth (lock picking, thieving etc)

As you wander the corridors, you will encounter beings meek and mighty, discover untold wealth and worthless trash. Some objects will increase your powers, whilst some will be dangerous and still others will be protected from pilferers (you!) by friendishly ingenious traps, all designed to help or hinder you on your pilgrimage to power and glory

You need never tire of Swords and Sorcery — when this dungeon can no longer hold you, the next awaits there are a series of expansion modules planned to extend your enjoyment indefinitely

There are quests within quests within Swords and Sorcery, for those who want to follow them. Some are given others must be found, and some are lost causes. There are many ways of opening the gate between the levels of the dungeons. Some are obscure and easy, others obvious and dangerous. The most profitable paths are both. The Ultimate goal of many will be to find the lost armour of Zob which was un made by its maker, and its parts scattered across the levels. What, where, how, who and why are answers to be found. All that is known is the prayer of the seekers

WHEN DARK CABALLUS HIS COUNCILS LEND US
LET NOT THE RED CLUPEA HARANGUE US
TURN US FROM WHAT SEEMS TREMENDOUS AND
THUS TO ZOBS GREAT TREASURE SEND US

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Take your pick

An assortment of programs to catch your attention

Strange Loop 48K Spectrum £5.95

Virgin, 2-4 Vernon Yard, Portobello Rd, London

This program skilfully combines elements from a number of epics that have gone before. Initially I was most impressed by the flash loading system, which rattles the program in at an astonishingly fast rate — the complete program loads in under 2½ minutes.

In this adventure you must regain control of a robot factory where aliens are programming robots to destroy Earth. There are some 240 rooms between you and the control room and most of them are filled with obstacles.

Many contain flying metal debris which rips your spacesuit so the oxygen leaks away until you suffocate. I was proud of myself when I worked out how to get the jet cycle, in a room which means certain death unless you do. You can make rapid progress with it, but watch the fuel.

Virgin boast days and weeks of entertainment from this program and I agree. Since it could take weeks to solve, there is a 'save the game' option so that you can start where you left off.

Finally, try crossing the void on the mechanical grab and you'll find there's humour hidden in the factory too! **M.B.**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★★★★★

Artist 32K BBC £6.95

MRM, 17 Coates Rd, Grimsby DN34 4QH

Drawing was never high on my list of enjoyable activities, and I can't say that this program has made me more learned in the profession of artistry, but it has often left me on the verge of threatening my Beeb with a hard reset because I couldn't correct some silly mistake.

Even after reloading and consulting the superb on screen instructions I could only come to the conclusion that the mistake would have to be retraced and plotted over in the background colour, which is easier said than done.

The instructions incorporate splendid colour and graphics and make enjoyable reading. They cover most of the utilities (including circles, ellipses and grid references), and they also show how to select each one.

Mode 2 gives a fairly low resolution screen, but a fantastic range of colours, which can help produce some very spectacular results.

Overall Artist is pretty absorbing once you get into a certain picture or design which can be saved or loaded on to cassette or disc. The rather more simple utilities like triangles and squares could be replaced by something more practical such as arcs or shades. **M.B.**

instructions	85%
ease of use	55%
display	70%
value for money	70%

★★★

Match Halves/ Match Colours TI-99/4A £3.50

B Jackson, 21 Rowan Way, New Balderton, Newark, Notts NG24 3AU

This is a colourful, child orientated pair of programs which use the Speech Synthesizer and have appeal for the pre reading age child.

The first program, Match Halves, presents a sprite filled title sequence followed by instructions, which, if spoken, follow the line-by-line presentation on screen, making each line sound like a fresh sentence, possibly causing confusion.

Objects then appear, each split in two, requiring the child to use left and right halves of the keyboard to manipulate the two parts.

A bug appeared here: the program can respond when the halves are 'off' by about a keystroke. This lets down otherwise good Synthesizer use and excellent graphics.

In Match Colours the child must press a key when an arrow points to a block matching the colour requested. If a wrong colour is repeatedly selected, the computer enters tutoring mode where each colour is shown and named. The Speech Synthesizer is a necessity here.

The score shows overall performance which could be useful in determining whether a child has difficulty naming colours.

The program is well written and excellent use is made of the Speech option. Needs Extended BASIC. **P.B.**

instructions	85%
playability	90%
graphics	100%
value for money	95%

★★★★★

Atlantis TI-99/4A £6.95

Intrigue, Cranbrook Rd, Tenterden, Kent TN30 6UJ

The artwork and protective wallet are excellent, although the print of the instructions requires good eyesight.

The game is loaded in two sections: the program is on side one, the data files on side two. I had difficulty with this second side because an insufficient tape gap had been left between the start of the tape and the start of the data files, but I sorted it out eventually.

The length of these data files means that you can not make mistakes while loading — it takes around eight minutes.

The instructions tell you to switch off if you experience difficulties and restart. This is unnecessary. Just rewind the tape, wait for the computer to stop with an error, exit, and then RUN again.

The aim is to manoeuvre a diver through 84 screens searching for the Tomb of Atlantis and its secret. You collect pearls and precious stones, avoiding fish bites and trying to keep up your energy and oxygen. The minute instructions contain some hints. The presentation is quite good on screen but TI BASIC is not the fastest medium for such games. A creditable effort, though. **P.B.**

instructions	90%
playability	70%
graphics	80%
value for money	90%

★★★★

Display Enhancement package TI-99/4A + MiniMemory + 32K RAM Expansion £20

Stainless Software, 10 Alstone Rd, Stockport

This is a set of assembly language routines which can be called from TI BASIC to give a powerful addition to the language. TI BASIC cannot normally access the RAM expansion — this is achieved by the MiniMemory module.

The documentation is brief but discusses a wide range of useful utilities like windowing, access to 40 column mode, and paging — all can be used to great effect.

There is a demonstration program which puts the routines through their paces but cannot do justice to this remarkable product.

If you use its facilities to write a commercial program you must obtain a licensing agreement from the distributor. Some restrictions are placed upon certain TI BASIC functions, the use of which interfere with the operation of the DEP.

The DEP is divided into four 'segments' each of which is loaded separately into the 32K and Minimem via the 'L' option in Easy Bug, and I experienced no difficulties in doing so.

The whole of the VDP RAM is available for your own programs but I feel that a disc system is a necessity, although this is cassette based. **P.B.**

instructions	85%
ease of use	90%
display	100%
value for money	70%

★★★★

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BBC/ELECTRON

☐ BBC Model B The Hobbit	£14.95
☐ BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the Adventure program. Due to memory limitations, BBC cassette version does not feature graphics.

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A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

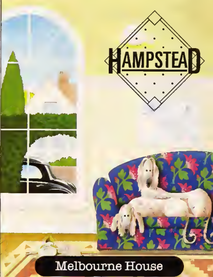
At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

Questions People Ask About Hampstead

Q. Is there life after Hampstead?
A. No, Only before and during.

Q. Why do dustbins have no lids in Hampstead?
A. In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



Melbourne House

Brave the forces of evil in the castle of desolation

Here it is! Our first Amstrad program, by Steve Lucas

Home Computing Weekly is proud to publish its first Amstrad program, written for us by regular contributor Steve Lucas. It's an adventure game in which you are sent on a difficult, probably dangerous mission to the Castle of Desolation.

Your task is to rid the castle of the evil forces which haunt it. Give instructions in the form of two word sentences, as RUB LAMP.

To move around, you only need to use a single letter such as N, S, E, W.

Here's a list of some of the words understood:

HELP, SCORE, PRAY, GO, NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT, RUB, EAT, DRINK, SHOOT, KILL, ATTACK, HELP, SCORE, GET, TAKE, GRAB, DROP, LEAVE, OPEN, UNLOCK, SHOW, INSERT

How it works

40	choose 40 column/4 colour mode
50	select colours
40	select background and foreground colour
70-80	initialise game
90-130	titles
140-150	read data
160-170	wait for space bar
180-680	main control loop
190-220	traps
230	describe location
240-290	directions
300-340	describe items
350-360	input action
380-680	call subroutines depending on action
690-2040	action subroutines

Variables

aa%-az%	flags to test action
s% (a,y)	holds map
p%	holds locations
b% (x,1)	pointer to items
q$(x)	descriptions of locations
g$(a)	descriptions of items
n$(x)	words understood
z$	input sentence
b$,c$,d$	substrings
l$	second word input
n$(x)	pointer to word

Hints on conversion

This program makes use of the WHILE WEND loop, which is unavailable on most micros. It may be replaced by a REPEAT UNTIL s$ = 10 loop if that is available or alternatively, a conditional GOTO.

LOCATE is used to place the cursor at x,y co-ordinate on the screen.

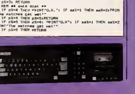
PAPER and PEN are used to select the colours.

LOWER$ is a function which converts all upper case input into lower case. Lower case letters are unaffected. This is not easy to achieve in most BASICs and you will probably find that it is easier to check just upper case inputs.

The Amstrad allows variables to be in either upper or lower case.

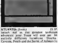
```
10 REM ** The Castle of Desolation **
20 REM ** an adventure game for the Amstrad CPC 464 **
30 REM ** <C> Steve Lucas  July 1984 **
40 MODE 1
50 INK 0,1: INK 1,24: INK 2,20: INK 3,6
60 BORDER 3: PAPER 0: PEN 1
70 DIM s%(21,4),q$(21),g$(30),v$(4),b%(30,1),n$(30),n%(
30)
80 p%=1:aa%=0:ab%=0:ac%=0:ad%=0:ae%=0:af%=0:ag%=0:ah%=0
:ai%=0:aj%=0:ak%=0:al%=0:am%=0:an%=0:ao%=0:ap%=0:aq%=0:
ar%=0:as%=0:at%=0:au%=0:av%=0:aw%=0:ax%=0:ay%=0:az%=0
90 LOCATE 7,2:PAPER 1: PEN 3: PRINT"The Castle of Desol
ation ": PEN 0: LOCATE 5,4: PRINT"<C> Steve Lucas   Jul
y 1984  "
100 PAPER 0: PEN 1: PRINT:PRINT"I have been sent on a d
angerous mission to rid the famous Castle of Desolation
 of the forces of evil which bring death to all who en
ter."
110 PRINT"At this moment I am standing at the     Castl
e gate completely unarmed. Please  help me in my task b
y giving me        instructions in the form of two wor
d "
120 PRINT"sentences such as EAT FOOD etc."
130 PRINT"Use the letters N,S,E,W to move around."
140 FOR x=1 TO 21: READ q$(x): FOR y=1 TO 4: READ s%(x,
y): NEXT y,x
150 FOR x=1 TO 13: READ g$(x),b%(x,1),n$(x): n%(x)=x: N
EST
160 LOCATE  5,22: PAPER 1: PEN 0: PRINT"Press the <Spac
e Bar> to start ": PAPER 0: PEN 1
170 a$=INKEY$: IF a$<>" " THEN 170
180 CLS: WHILE s%<>10
190 IF p%>10 AND ab%<2 THEN x$="I trip and break my nec
k in the dark ": GOTO 1430
200 IF p%=14 THEN ah%=ah%+1: IF ah%>2 THEN x$=" The ven
omous spider bites me and the    poison spreads through
 my body": GOTO 1430
210 IF p%=8 THEN ai%=ai%+1: IF ai%>2 THEN x$="The ghost
 attacks me with a strange force.": GOTO 1430
220 IF p%=17 THEN aj%=aj%+1: IF aj%>2 THEN x$="The mons
ter attacks me !": GOTO 1430
230 PAPER 1: PEN 3: PRINT "I am :-": PAPER 0: PEN 2: PR
INT q$(p%)
240 a$="": IF s%(p%,1)>0 THEN a$="North"
250 IF s%(p%,2)>0 AND LEN(a$)>0 THEN a$=a$+", South" EL
SE IF s%(p%,2)>0 THEN a$="South"
260 IF s%(p%,3)>0 AND LEN(a$)>0 THEN a$=a$+", East" ELS
E IF s%(p%,3)>0 THEN a$="East"
270 IF s%(p%,4)>0 AND LEN(a$)>0 THEN a$=a$+", West" ELS
E IF s%(p%,4)>0 THEN a$="West"
```

```
280 IF LEN(a$)=0 THEN a$="Nowhere obvious"
290 PRINT:PAPER 2: PEN 0: PRINT"I can go :-": PAPER 0: PEN 1: PRINT a$
300 a=0: FOR x=1 TO 13: op%=0: IF b%(x,1)=p% THEN op%=1
310 IF op%=1 THEN 330
320 NEXT x: GOTO 350
330 IF a=0 THEN PAPER 1: PEN 0: PRINT"I can see :-": PAPER 0: PEN 1
340 PRINT g$(x): a=a+1: GOTO 320
350 PRINT:PAPER 2: PEN 3: PRINT"What should I do now ?": INPUT z$: PAPER 0: PEN 1: SOUND 1,478
360 CLS
370 z$=LOWER$(z$):b$=LEFT$(z$,2):c$=LEFT$(z$,3):d$=LEFT$(z$,4): f=FRE("")
380 k=0: IF c$="loo"THEN k=1 ELSE IF c$="eat" THEN PRINT"I'm not hungry at the moment'":k=1
390 IF c$="dri" THEN PRINT"I don't see anything to drink here'": k=1 ELSE IF c$="acc" THEN k=1: PRINT"What do you think this is...a game ?"
400 IF c$="rub" OR c$="pho" THEN k=1: PRINT"Don't be absurd!"
410 IF (b$="n" OR d$="go n") AND e%(p%,1)>0 THEN p%=e%(p%,1):k=1
420 IF (b$="s" OR d$="go s") AND e%(p%,2)>0 THEN p%=e%(p%,2):k=1
430 IF (b$="e" OR d$="go e") AND e%(p%,3)>0 THEN p%=e%(p%,3):k=1
440 IF (b$="w" OR d$="go w") AND e%(p%,4)>0 THEN p%=e%(p%,4):k=1
450 IF c$="rin" THEN k=1: GOSUB 1340
460 IF c$="swi" THEN k=1: GOSUB 1370
470 IF c$="lig" THEN k=1: GOSUB 1520
480 IF c$="thr" OR c$="chu" OR c$="loo" THEN k=1: GOSUB 1600
490 IF c$="use" OR c$="hol" OR c$="sho" THEN k=1: GOSUB 1700
500 IF c$="in" OR d$="go i" THEN k=1: GOSUB 1760
510 IF c$="out" OR d$="go o" THEN k=1: GOSUB 1800
520 IF c$="row" OR d$="go b" OR c$="sai" THEN k=1: GOSUB 1830
530 IF c$="unl" THEN k=1 : GOSUB 1960
540 IF c$="up" OR d$="go u" THEN k=1: GOSUB 1880
550 IF c$="dow"OR d$="go d" THEN k=1: GOSUB 1930
560 IF c$="lea" OR c$="dro" OR c$="put" THEN k=1: GOSUB 1140
570 IF c$="inv" THEN GOSUB 1280
580 IF c$="pri" OR c$="ins" THEN k=1: GOSUB 3020
590 IF c$="kil" OR c$="hit" OR c$="att" OR c$="sta" OR c$="hit" THEN x$="A ghost sneaks up behind me and says   Don't try that here !!!  ": GOSUB 1430
600 IF c$="exa" THEN k=1: PRINT"I don't see anything special !"
610 IF c$="sea" THEN PRINT"Search as I might, I can't find anythinghere'": k=1
620 IF k=0 AND (b$="n" OR b$="s" OR b$="e" OR b$="w") THEN k=1: PRINT"I can't go that way !"
630 IF c$="tak" OR c$="gra" OR c$="get" THEN k=1: GOSUB 830
640 IF c$="hel" THEN k=1: PRINT"Sorry I can't think of anything to do   just now !"
650 IF c$="pra" THEN k=1:PRINT"That did no good !"
660 IF b$="fu" OR b$="pi" THEN PRINT"Don't speak to me like that !": k=1
670 IF k=0 THEN PRINT"Sorry I don't seem to understand you !"
680 WEND
690 CLS: PAPER 1: PEN 0: LOCATE 5,4: PRINT "That's done the trick    "
700 LOCATE 5,10: PRINT "The Princess is free !!!   "
710 PAPER 0: PEN 1: LOCATE 5,15: PRINT" You have solved this adventure."
720 END
730 DATA standing in the open gateway to a gloomyCastle . A vicious dog prevents my escape.,0,0,0,2,by a large metal gate . It is closed ,0,0,1,0,on a gravel path. There is a metal door to the North but it is locked.,0,0,4,0
740 DATA by a moat . There's a drawbridge on the  far side but it is not down at the       moment.,0,0,0,3,by a moat. The drawbridge is up at the  moment. A gloomy passage leads into the castle.,0,6,0,0
750 DATA in a large cobbled courtyard. A wide    lake stretches out to the East .,5,0,7,10,at the side of a deep dark lake,0,0,0,6,by  a deep lake. An overgrown path leadswest from here.,2,0,0,9
760 DATA by the South Turret .,0,0,8,0,outside the West Turret,0,0,6,0,in a dirty room. Stairs lead up from here.,0,0,16,0,at the top of a flight of stairs,0,15,13,0,in a dirty room. Spiders are crawling   all over the furniture.,0,14,0,12
770 DATA by a window overlooking a courtyard,13,0,0,15,in a completely empty room,12,0,14,0,at the top of a spiral staircase,0,0,0,11
780 DATA at the bottom of a spiral staircase,19,10,0,0,by a locked door.,17,0,0,0,in an armoury full of strange looking  weapons.,0,17,0,0,in the dungeons .,18,21,0,0,outside a locked cell. ,20,0,0,0
790 DATA a large golden bell,2,bell,a box of matches,1,matches,an oil lamp,10,lamp,a small rowing boat with oars chained   to the sides,6,boat,an evil looking ghost,0,ghost,a gleaming sword,15,sword,a giant spider,14,spider,a key,12,key
800 DATA a pathetic looking prisoner locked in a cell,20,prisoner,a beautiful princess,21,princess,a two headed monster with halitosis,17,monster
810 DATA a crucifix,4,crucifix,a menacing vampire,10,vampire
820 REM ** take routine **
830 GOSUB 1050
840 IF l%<>1 THEN RETURN
850 e%=0
860 FOR x=1 TO 13
870 IF b%(x,1)=p% AND b%(n%(r),1)=p% THEN e%=1
880 NEXT
890 IF e%=0 THEN PRINT"I don't see it here !": RETURN
900 IF r=1 THEN PRINT"Don't be an idiot !": RETURN
910 IF r=2 AND aa%=0 THEN aa%=1 ELSE IF r=4 THEN ac%=1
920 IF r=3 AND af%<>2 THEN x$="The vampire sinks his teeth into my neck": GOTO 1430
930 IF r=3 THEN ab%=1
940 IF r=5 THEN PRINT"What an idiot !": RETURN
950 IF r=7 THEN PRINT"What a stupid suggestion !": RETURN
960 IF r=9 THEN PRINT"He's locked in a cell ...dummy!": RETURN
970 IF r=11 THEN PRINT"Don't be absurd!": RETURN
980 IF r=13 THEN PRINT"That's a ridiculous suggestion!": RETURN
990 IF r=8 THEN ad%=1 ELSE IF r=6 THEN ae%=1 ELSE IF r=12 THEN af%=1
1000 e%=0: FOR x=1 TO 3: IF v$(x)="" THEN v$(x)=g$(n%(r)): e%=1: x=7
1010 NEXT x
1020 IF e%=0 THEN PRINT"I'm not superman you know ! I can't       carry more than 3 items !": RETURN
1030 b%(n%(r),1)=0: RETURN
1040 REM ** split input into two words **
1050 l$="": FOR x= 1 TO LEN(z$)
1060 IF MID$(z$,x,1)=" " THEN l$=RIGHT$(z$,(LEN(z$)-x)): x=x+90
1070 NEXT
1080 r=0: l%=0: IF LEN(l$)<2 THEN RETURN
1090 FOR x=1 TO 13
1100 IF LEFT$(n$(x),LEN(l$))=l$THEN l%=1: r=x
1110 NEXT
1120 RETURN
1130 REM ** drop **
1140 GOSUB 1050
1150 IF l%<>1 THEN PRINT"I don't see a  !!": RETURN
1160 e%=0
1170 FOR x=1 TO 3: IF v$(x)=g$(n%(r)) THEN v$(x)="": e%=1
1180 NEXT
1190 IF e%<>1 THEN PRINT"I don't have it !": RETURN
1200 b%(n%(r),1)=p%
1210 IF r=2 AND aa%=1 THEN aa%=0 ELSE IF r=2 THEN aa%=3
1220 IF r=4 THEN ac%=0 ELSE IF r=6 THEN ae%=0 ELSE IF r=8 THEN ad%=0 ELSE IF r=13 THEN af%=0
1230 IF r=3 AND ab%=2 THEN PRINT"The lamp blows out"
1240 IF r=3 THEN ab%=0
1250 IF gh=45 THEN PRINT"not here"
1260 RETURN
1270 REM ** inventory **
1280 PAPER 1: PEN 3: PRINT "I am carrying :-": PAPER 0: PEN 1: f%=0
1290 FOR x=1 TO 3: IF v$(x)<>"" THEN PRINT v$(x): f%=1
1300 NEXT: IF f%=0 THEN PRINT"Not a thing !"
1310 PRINT
1320 RETURN
1330 REM ** ring bell **
1340 IF p%<>2 THEN PRINT"I can't do that here !": RETURN ELSE PRINT"The door opens, a hand reaches round anddrags me in. The door slams shut behind me'"
1350 p%=3: RETURN
1360 REM ** swim moat **
1370 IF p%=4 THEN PRINT"O.K.": IF aa%=1 THEN aa%=2:PRINT" The matches get wet!"
1380 IF p%=4 THEN p%=5:RETURN
1390 IF p%=5 THEN p%=4: PRINT"O.K": IF aa%=1 THEN aa%=2: PRINT"The matches get wet!"
1400 IF p%=5 THEN RETURN
```



```
1410 IF p%=7 OR p%=8 THEN x$="A whirlpool drags me down
 into the deep water and I drown'": GOTO 1430
1420 PRINT"Don t be silly'": RETURN
1430 CLS
1440 CLS: PRINT: PRINT x$
1450 PRINT:PRINT"I am dead '''''' ''''''''''''"
1460 PRINT:PRINT:PRINT:PRINT"Would you like another gam
e <y/n> ?"
1470 a$=INKEY$: IF a$="" THEN 1470
1480 IF a$="y" OR a$="Y" THEN RUN
1490 IF a$="n" OR a$="N" THEN PRINT:PRINT"Thank you for
 playing": END
1500 GOTO 1470
1510 REM ** light matches **
1520 IF am%=0 THEN PRINT"I haven t got the lamp yet '":
 RETURN
1530 IF ab%=2 THEN PRINT"The lamp is already lit dummy'
": RETURN
1540 IF aa%=2 THEN PRINT"The matches are wet'": RETURN
1550 IF ab%<>1 THEN PRINT"I have nothing to light the l
amp with ": RETURN
1560 PRINT"I light the lamp'": ab%=2: FOR x=1 TO 3: IF
v$(x)=g$(3) THEN v$(x)="an oil lamp (LIT)"
1570 NEXT
1580 RETURN
1590 REM ** throw **
1600 GOSUB 1050
1610 IF r<>2 THEN PRINT"I don t see much point in that
 ": RETURN
1620 IF aa%=0 THEN PRINT"I don t have them '": RETURN
1630 IF aa%<>1 THEN PRINT"I don t see much point in tha
t '": RETURN
1640 IF p%=5 THEN b%(n%(r),1)=0: FOR x=1 TO 3: IF v$(x)
=g$(2) THEN v$(x)="": aa%=0
1650 IF p%=5 THEN NEXT: PRINT"They have fallen in the w
ater '": RETURN
1660 IF p%=6 THEN b%(n%(r),1)=5: FOR x=1 TO 3: IF v$(x
)=g$(2) THEN v$(x)="": aa%=0
1670 IF p%=4 THEN NEXT
1680 RETURN
1690 REM ** show **
1700 IF af%<1 THEN PRINT"I don t have the crucifix '":
RETURN
1710 IF p%<>10 THEN PRINT"There s not much point in doi
ng that '": RETURN
1720 IF af%>1 THEN PRINT"The vampire has already gone '
": RETURN
1730 PRINT"The vampire rushes away in sheer terror'": a
f%=2 : g$(13)=""
1740 RETURN
1750 REM ** go in **
1760 IF p%=10 THEN PRINT"The door s locked '": RETURN
1770 IF p%=9 THEN p%=11: PRINT"O.K.": RETURN
1780 PRINT"I can t do that here '": RETURN
1790 REM ** go out **
1800 IF p%=11 THEN PRINT"O.K.": p%=9: RETURN
1810 PRINT"Just how am I supposed to do that here?": RE
TURN
1820 REM ** row boat **
1830 IF ac%<>1 THEN PRINT"I have no boat dummy'' ": RET
URN
1840 IF p%=7 THEN p%=8 : PRINT"I row across": RETURN
1850 IF p%=8 THEN p%=7: PRINT"O.K.": RETURN
1860 PRINT"Not here ... ' '' ": RETURN
1870 REM ** go up **
1880 IF p%=11 THEN PRINT"O.K.": p%=12: RETURN
1890 IF p%=17 THEN PRINT"O.K.": p%=16: RETURN
1900 PRINT"Not here ": RETURN
1910 REM ** go down **
1920 IF p%=12 THEN PRINT"O.K.": p%=11: RETURN
1930 IF p%=16 THEN p%=17: PRINT"O.K ": RETURN
1940 PRINT"Not here '": RETURN
1950 REM ** unlock **
1960 IF p%=21 THEN PRINT"I don t have the correct key'"
: RETURN
1970 IF p%<>18 THEN PRINT"What a stupid suggestion '":
RETURN
1980 IF ad%<>1 THEN PRINT"I don t have the key'": RETUR
N
1990 PRINT"The key works  I unlock the door and    open
 it   ": g$(18)="by an open door": e%(18,2)=20
2000 RETURN
2010 REM ** insert **
2020 IF ae%<>1 THEN PRINT"I have nothing to do that wit
h  ": RETURN
2030 IF p%<>21 THEN PRINT"I don t see any point in doin
g that here": RETURN
2040 e%=10 : RETURN
```

TI-99/4A GAMES FOR EVERTONE



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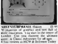
5 Stars for addiction PCT



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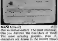

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Thanks a lot

Following the review of Micrograf's Oricaid in HCW 66, and with further recommendation from a software consultant at Microplot Ltd, I fairly confidently sent off a cheque for £11.95 to Micrograf. Only a day after I sent it the program arrived (under 40 hours).

The utility itself is really quite superb and has comprehensive instructions supplied so I was able to master the various functions very quickly.

I'd like to thoroughly recommend this program to other Oric users, thank Micrograf for great service and say well done to HCW for a very true and informative review.

R. Emery, New Malden

A large problem

In reply to Paul Torpey's letter (HCW 78), to get the map in Phipps' Greedy Gulch, you read the register in the hotel. Whose name do you see? Ask for his map in the assay office.

Now, can anyone tell me how to get all your items over the six foot ravine?

Adam Furness, Huntingdon

CBM appeal

I bought a Commodore 64 recently. I am interested in programming and games, so HCW has been very helpful in various ways.

I bought some games which are truly boring to play but the adverts of the games show something entirely different. I wonder if any readers could give me some ideas on what games to purchase.

I would also like to exchange ideas on programming for the Commodore 64. I would welcome any ideas or help.

Asheet Malhotra, 67 Newlands Ave, Shirley, Southampton

Members wanted

I would like to bring to the attention of readers the Sinclair Postal User Group. SPUG was started some months ago and we have already brought out our second issue of the club magazine (Sinc Link) and have started on our third. Being a postal club and only just established, the club magazine is our only medium to our members, however we are expecting to start other activities later.

The magazine consists of hints and tips on computing, a project (usually on making a computer add-on), reviews, m/c routines and BASIC programs and SPUG competition. This is all put together in a humourous way so even if you're not likely to construct a robot you can still read the article.

Membership is £5 for one year (reduced after the first year). If any readers would like a copy of Sinc Link then they should send an s.a.e. along with two other first class stamps to us. If any reader wants to join please remember to write cheques to Sinclair Postal User Group and not SPUG.

Trevor Langley, 24 St Mary's Way, Chigwell, Essex IG7 5BX

Oric tips wanted

Do any readers know how to get endless lives on any Oric/Atmos game?

I am particularly interested in Zorgon's Revenge and Spooky Mansion. It would make a nice change from Spectrum tips.

Grant Randall, South Shields

Hints for Texas

When experimenting with my TI-99/4A with multi-statement lines, I found that the following gives amazing results.

```
FOR T=1 TO 28  CALL
   SPRITE (T,64,16,100,
   100,RND*50,RND*50,
   RND*50,RND*50)
   CALL COLOUR(T/2,
   16,1)::NEXT T  CALL
   SCREEN (2)::ACCEPT
   A
```

When the screen goes black press FCTN 4 (CLEAR), then press ENTER. This should be entered in Extended BASIC. A program can be entered immediately after, either by typing in or loading from cassette or disc, and the effect will continue.

However if graphics command is entered without a preceding line number, the effect will be cancelled. To avoid this the command should be entered with the addition of ::ACCEPT A. When you wish to enter another command or statement, press FCTN 4.

Sometimes it happens that you load a BASIC into Extended BASIC. These two lines make it possible to run the program without having to load it a second time.

```
1 ! @P-
2 CALL SCREEN
```

Run the program and the error message "INCORRECT STATEMENT IN 2" should appear. Press 1 (ENTER), 2 (ENTER) and the program can be run in the usual way.

Finally, can anyone help me to find out how to get Option 3 Software Review Library on the master selection list? I managed to get Option 3 by accident, but cannot remember how I did it.

Jonathan Tyler, Pontefract

Brick block

I own a 48K Spectrum and I have Jack the Beanstalk. I can do the first level by getting the axe and going up the beanstalk, but I am completely stuck on the second level on the bricks. I can get up to the money bag but what do I do next? Could someone please help me?

Nick Hall, Swindon

Am I the best?

I'm writing in response to N. Speck's letter in HCW 78 who asks whether his high score of 4560 is a record on Automania.

My highest score is 6481 (code JTGJPAX), just failing to reach the fifth car. My second highest is 5330 (code JFBGCHX).

Has anyone beaten these?

Richard Fillingham, Rutland

Codes cracked

I think I have found a clever way of going on to any sheet in Interceptor's Wheelie.

At the start of the game you would normally press the ENTER button and go on to the bouncing hedgehogs, but if you enter this code you will go on to the screen opposite.

2MQL3 — Nightmare Park
ZX83h — Spring and Sting
BEBOP — All That Bounces
WITTY — The Willy Wallies
SHARK — The Killer Bees
XENON — The Bouncing Hedgehogs

Shaun Crawford, Torquay

General help

This is a tip for lazy typists with Extended BASIC. Instead of typing PRINT simply press CTRL, A blank will appear on the screen but when the program is listed PRINT will magically appear in its place. Other key words can also be entered in this way using the CTRL and FCTN keys.

This bug works on any 4A. Type 1 REM CTRL Q CTRL Q CTRL Q. Press ENTER then type EDIT 10 ENTER. That is the first bug. When the scrolling stops, pressing the keys will cause various patterns to appear on the screen. Sometimes after QUITTING the colour disappears and the title page goes weird.

For the BBC/Electron often it is useful to know if a model B program will run on a model A with only 16K. There are two ways to find out. Either remove 16K of memory or type *FX 254,0. After typing this press CTRL BREAK then OLD. To return to 32K type *FX 254,255.

Also for the BBC/Electron, this little program scrolls the screen sideways as in Planetoids.

```
10  FOR X=0 TO 100
20  VDU 23, 13, X,0,0,0,
30  Q=INKEY (10)
40  NEXT X
```

Line 30 is just a delay so the screen does not scroll too fast. To change the speed of the scroll just change the value in the brackets.

Mike Curtis, Weymouth

No question

I reply to Keith March (HCW 73). To remove the "?" prompt the screen when using the INPUT statement and enter the following m/c program.

```
10  MC = 49152
20  READ D
30  IF D = -1 then SYS
    49512
40  POKE MC,D : MC =
    MC + 1
50  GOTO 20
100  DATA 169,00,133,34,
    169,160
110  DATA 133,35,160,00
    177,34
120 DATA 145,34,200,308,
    249,230
130  DATA 35,165,35,201,
    192,208,341
140  DATA 165,1,41,254,
    133,1,169
150  DATA 32,141,70,171,
    96 -1
```

This program is relocatable, just alter lines 10 and 30. By poking 43846 for example, you would get a £ for an Input prompt.

Keith Brett, Chingford

Santa and the TI

I am writing to help any TI-99/4A owners who are frustrated at having wasted money on poor quality cassette software.

I have found a good quality cassette game for the unexpanded TI. It is called Santa and the Goblins. I was given this adventure program free with another great game — Mania. The company from which I purchased this was Intrigue Software. Their address can easily be found as they regularly advertise in HCW.

Mark Gowley, Hythe

Easy as pi

With reference to the letter (HCW 78) on obtaining the value of PI, there is a much simpler method.

PI = 4.0 * ATAN (1.0)

where ATAN is the ARC-TANGENT function available on most home micros.

This method will give the value of PI to the accuracy of your machine.

David Barr, Weymouth

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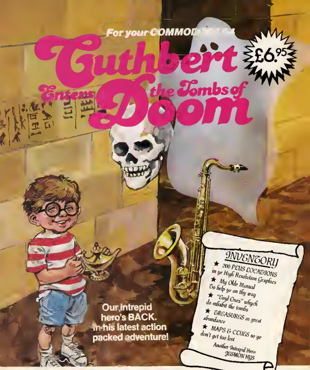
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